

**SYSTEM AND METHOD FOR USER INTERFACE
MIRRORING UTILIZING A LAYOUT MANAGER**

Abstract of the Disclosure

A system and method for user interface mirroring are provided. User interface objects are defined according to an object hierarchy that defines a logical relationship between a root element and one or more child elements. Additionally, the root element includes a directional property that is inherited by the child elements. A layout manager obtains the logical relationship and the specified directional property and correlates a set of physical coordinates for each display object according to the directional property, while maintaining the logical relationship. A renderer renders each of the display objects according to the specified directional property, while maintaining a truth table for graphical resources that could be rendered in one or more directions.